



UTAH EDUCATION NETWORK
PROFESSIONAL DEVELOPMENT
WWW.UEN.ORG

Educational Games in the Classroom

List of websites

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ClassTools.net: <http://www.classools.net>

Create free educational Flash games, activities and diagrams very quickly. Host them on your own blog or website. You enter questions and answers, and ClassTools.net creates an arcade game out of it! **Cost: FREE**

Childtopia: <http://www.childtopia.com/>

Online learning games, reading and listening comprehension exercises, multimedia stories, etc. in five languages. This site targets the elementary grades, but some of it would work for higher grades (especially in foreign language / ESL). **Cost: FREE**

Game Show Wizard: <http://www.pathoslearning.com>

Wonderful game show software. You enter questions and question categories, and The Game Show Wizard does everything else for you, including keeping score, etc. Comes with eight different game shows!

Cost: \$59.95

Vocab Arcade: <http://www.gepetosoftware.com/vocabarcade.htm>

You create vocabulary lists that can be imported into over 40 arcade games. Those same vocabulary lists can also be used with Gepeto's "Activity Maker" software to quickly create worksheets and puzzles for your students. **Cost: \$29.99**

Hot Potatoes: <http://hotpot.uvic.ca/>

Easily create online crossword, matching, cloze, and quiz exercises. Students can print their results as evidence of homework. **Cost: FREE to educators, \$150 for everyone else**

Seterra: <http://www.wartoft.nu/software/seterra/>

Fantastic geography software that helps students learn U.S. states and world cities, capital cities, countries, geographical features, and flags. This site also has many other free educational games, but Seterra is by far the best. **Cost: FREE**

UEN's Student Interactives:

Grades K-2 <http://www.uen.org/k-2interactives/index.shtml>

Grades 3-6 <http://www.uen.org/3-6interactives/index.shtml>

Grades 7-12 <http://www.uen.org/7-12interactives/index.shtml>

Tons of online learning games organized by grade level and content area.

Cost: FREE

Inform: <http://www.inform-fiction.org/I7/Inform%207.html>

Download Inform so you and your students can create your own interactive fiction. Remember the early text-based computer games like the original Zork, The Hitchhiker's Guide to the Galaxy, etc.? Inform makes it easier to create such fiction.

Cost: FREE

THESE FINAL TWO APPLICATIONS ARE MUCH MORE COMPLICATED THAN THOSE ABOVE. THEY HELP YOU CREATE OR PROGRAM YOUR OWN GAMES FROM SCRATCH. IF YOU'RE INTERESTED IN LEARNING HOW TO PROGRAM GAMES USING MULTIMEDIA FUSION 2.0, SIGN UP FOR UEN'S "CREATE EDUCATIONAL GAMES" COURSE.

(http://profdev.uen.org/pdms/register/view_course_by_month)

Multimedia Fusion 2.0: <http://www.clickteam.com>

Program your own educational computer games from scratch, or teach your students to do so. It's all done visually, without the need for endless code. **Cost: \$100**

Gamemaker: <http://www.yoyogames.com/make>

Program your own educational computer games from scratch, or teach your students to do so. It's all done visually, without the need for endless code. Gamemaker is more difficult and less powerful, in my opinion, than Multimedia Fusion, but the cost is nice. **Cost: FREE**